

SUPER



- Three new player-selectable "breakout" games in one for 1 or 2 players.
- "Double Breakout" has two balls, two paddles for double the action.
- "Cavity Breakout" has two extra captured balls which can be released allowing up to three balls to be going at once.
- "Progressive Breakout" has multiple walls of bricks that "fall" continuously, challenging players to "break out" many times.
- 3 or 5 balls.
- Colored monitor overlay.
- Optional extended play.
- Built-in self-test system.



Super Breakout is three games in one.

Super Breakout features three new "breakout" games. Each is **player-selectable** and each requires even more skill. New variety and skill challenges represent unlimited replay attraction.

Double Breakout™



Play: Two balls are served to 2 paddles. Each brick knocked out counts double as long as 2 balls are in play.

Scoring: The upper 2 rows of the orange wall are worth 7 points, 5 for the lower 2 orange rows, 3 for the upper 2 rows of green bricks and 1 for the lowest 2 rows of green bricks. When the 5 or 7 point bricks are hit the ball increases speed.

Bonus Play: Operators may award an extra game when players achieve pre-selected score levels of 200, 400, 600, 800, 1000, 1200 or 1500 points.

Progressive Breakout™



Play: Progressive Breakout starts with 2 "walls" of 4 rows of bricks that "fall" or scroll continuously from the top of the monitor. New rows of bricks will be entered from the top to form a pattern of 4 rows of bricks separated by 4 rows of blanks. This permits players to break through many times during play. As game progresses, the bricks "fall" faster and faster.

Scoring: Each point brick awards 5 for each blue brick knocked out, 5 for each orange brick, 3 for a green and 1 for each yellow.

Bonus Play: Operators may award an extra game when players achieve pre-selected score levels of 200, 400, 600, 900, 1200, 1600, or 2000 points.

Cavity Breakout™



Play: Two extra balls are "captured" in a cavity within the wall of bricks. These captured balls do not knock out bricks until they are freed from their cavities. This allows up to 3 balls in play at once. Each brick will count double when 2 balls are in play and triple when 3 balls are in play.

Scoring: Same as Double Breakout.

Bonus Play: Operators may award an extra game when players achieve pre-selected score levels of 200, 300, 400, 700, 900, 1100 or 1400 points.

High Score Feature

Super Breakout displays the high score-to-date for each of the 3 different Breakouts, adding to the appeal and excitement.

Super Profit Options

Game Time: Adjustable to 3 or 5 balls per game.

Coinage: 1 or 2 coin per play, 1 coin for 2 plays, or free play.

Four Languages: Operator selectable for English, French, German, or Spanish video message presentations.

Built-in reliability equals longer earnings.

Added to the best distributor and factory service back up in the industry, Super Breakout has our unique built-in self-test diagnostic system for fast on location troubleshooting.

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Dimensions

Height: 66", 169 cm.
Width: 25", 62 cm.
Depth: 28", 70 cm.
Monitor: 19" B/W

Set your profits free. Again.

Get the details on the only new Breakout game worthy of the name. Contact us for rental at Atom Inc., 1265 Bonnegas Ave., Sunnyvale, CA 94086, 408-745-2500.

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